

# PATTERNBOOK

2024

DQHA  
REGIONEN  
FUTURITY

NORD

# Trail Pattern

sponsored by



designed by

*Tim Kimura  
Man Of Trail*



## HMS, SSH & HSE Pattern

designed by

our Judge  
Johanna Pöck

# Thank You!

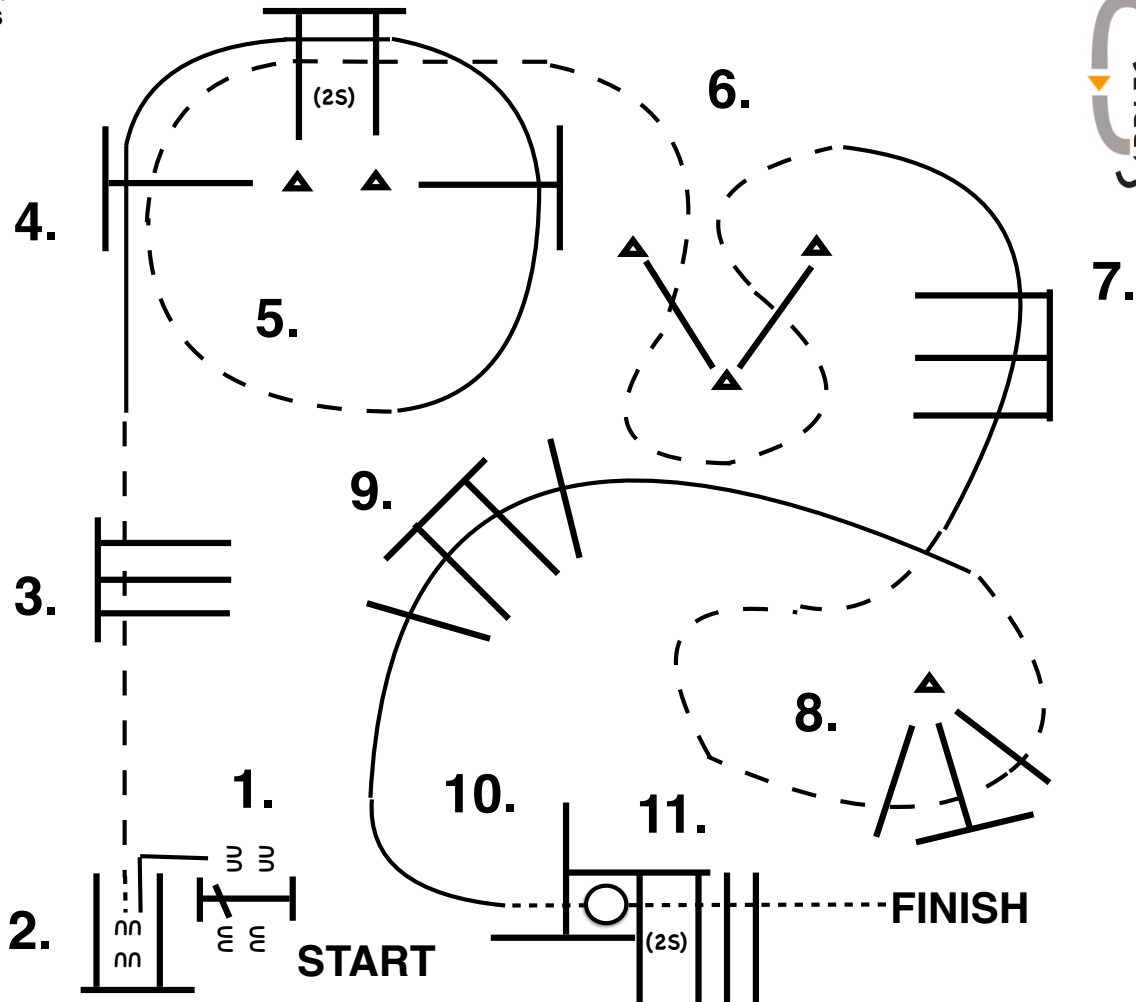


Trail  
L1 Open & L1 Amateur  
& L1 Youth

DQHA REGIONAL FUTURITY 2024

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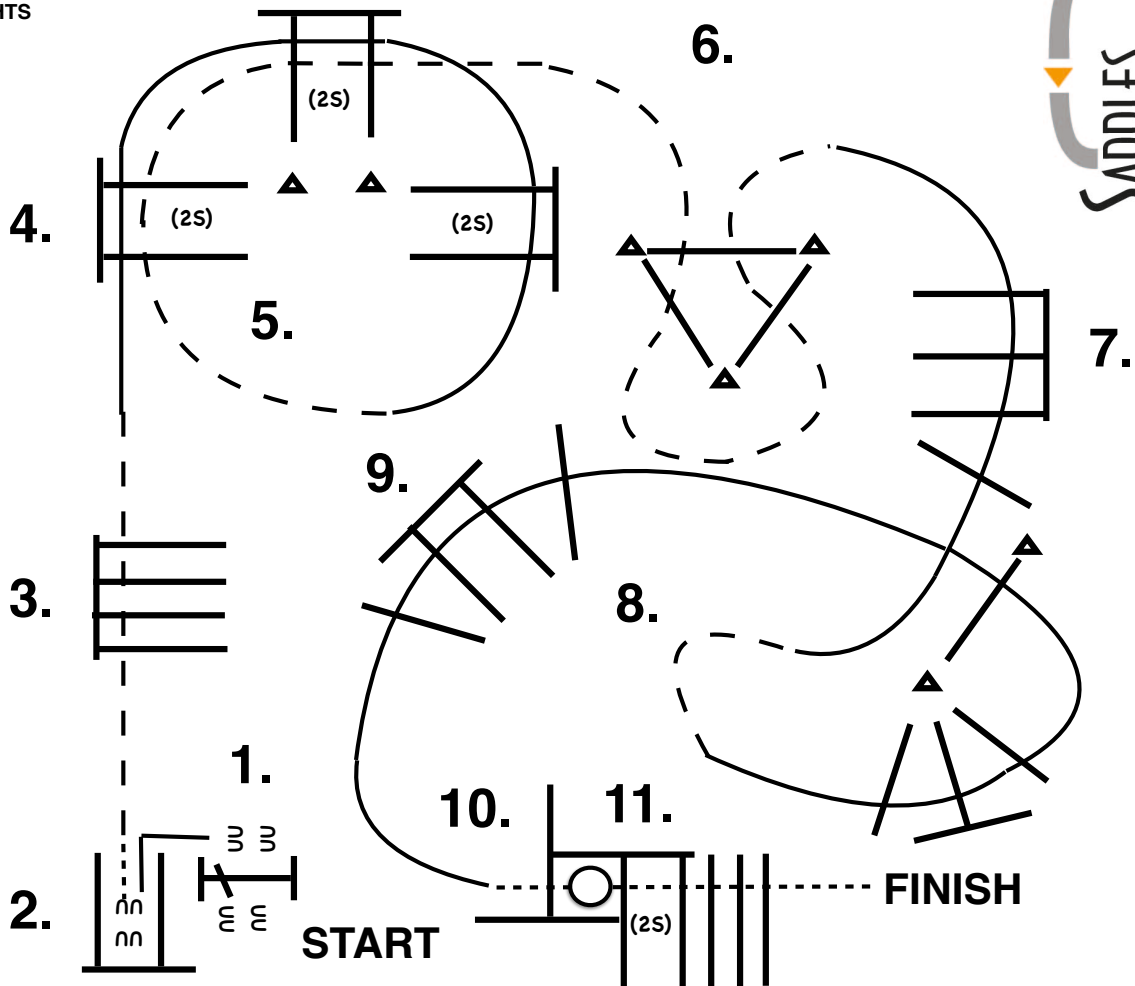
1. WORK GATE RIGHT HAND.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. WALK FORWARD, THEN JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. JOG AROUND CONES, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, THEN JOG OVER POLES.
9. LOPE OVER POLES (LEFT LEAD).
10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
11. WALK OVER POLES.

# Maturity Trail & Senior Trail

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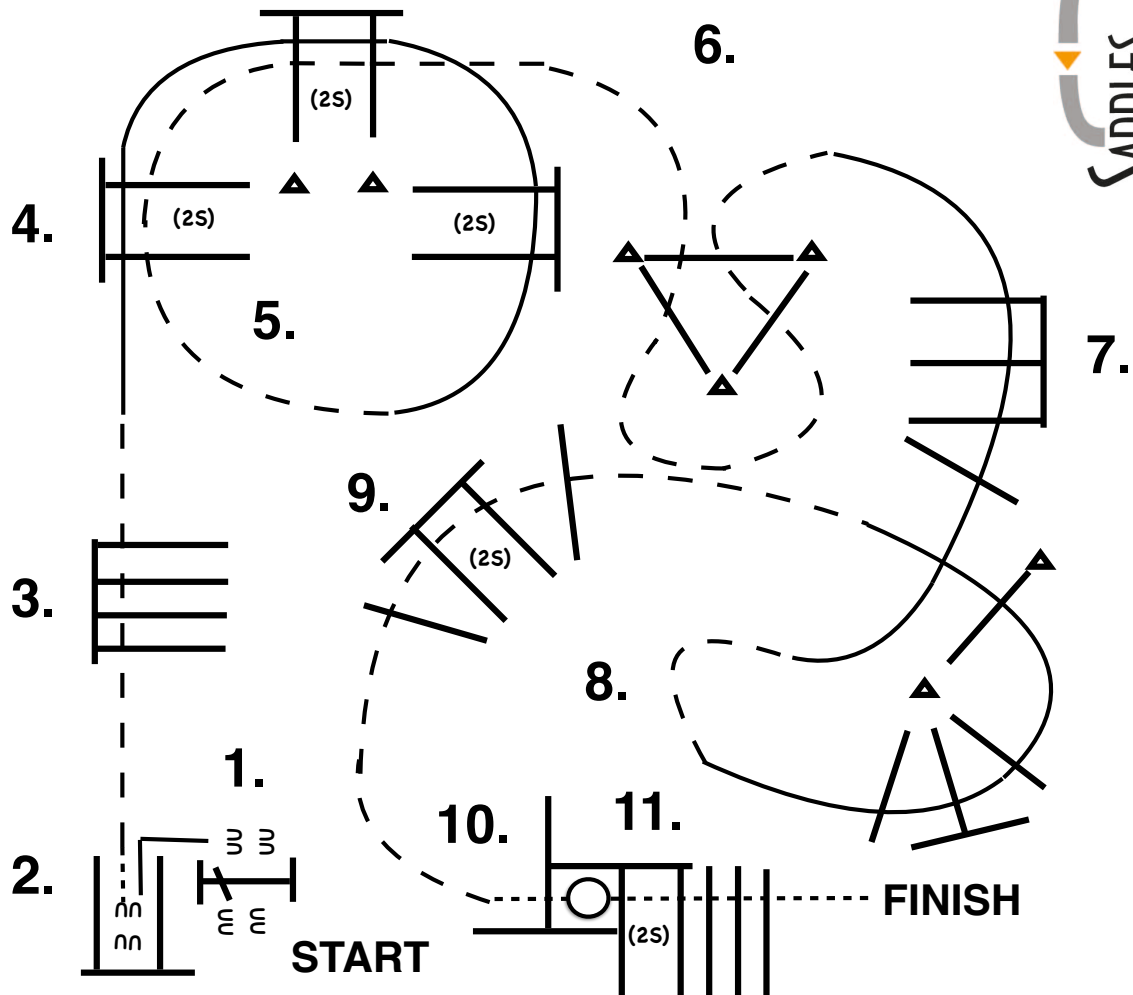
1. WORK GATE RIGHT HAND AND WALK OVER POLE.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. WALK FORWARD, THEN JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. JOG THROUGH TRIANGLE, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, THEN LOPE OVER POLES (LEFT LEAD).
9. LOPE OVER POLES (LEFT LEAD).
10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
11. WALK OVER POLES.

**Amateur Trail &  
Youth Trail**

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1. WORK GATE RIGHT HAND AND WALK OVER POLE.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. WALK FORWARD, THEN JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. JOG THROUGH TRIANGLE, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, THEN LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES.
10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
11. WALK OVER POLES.

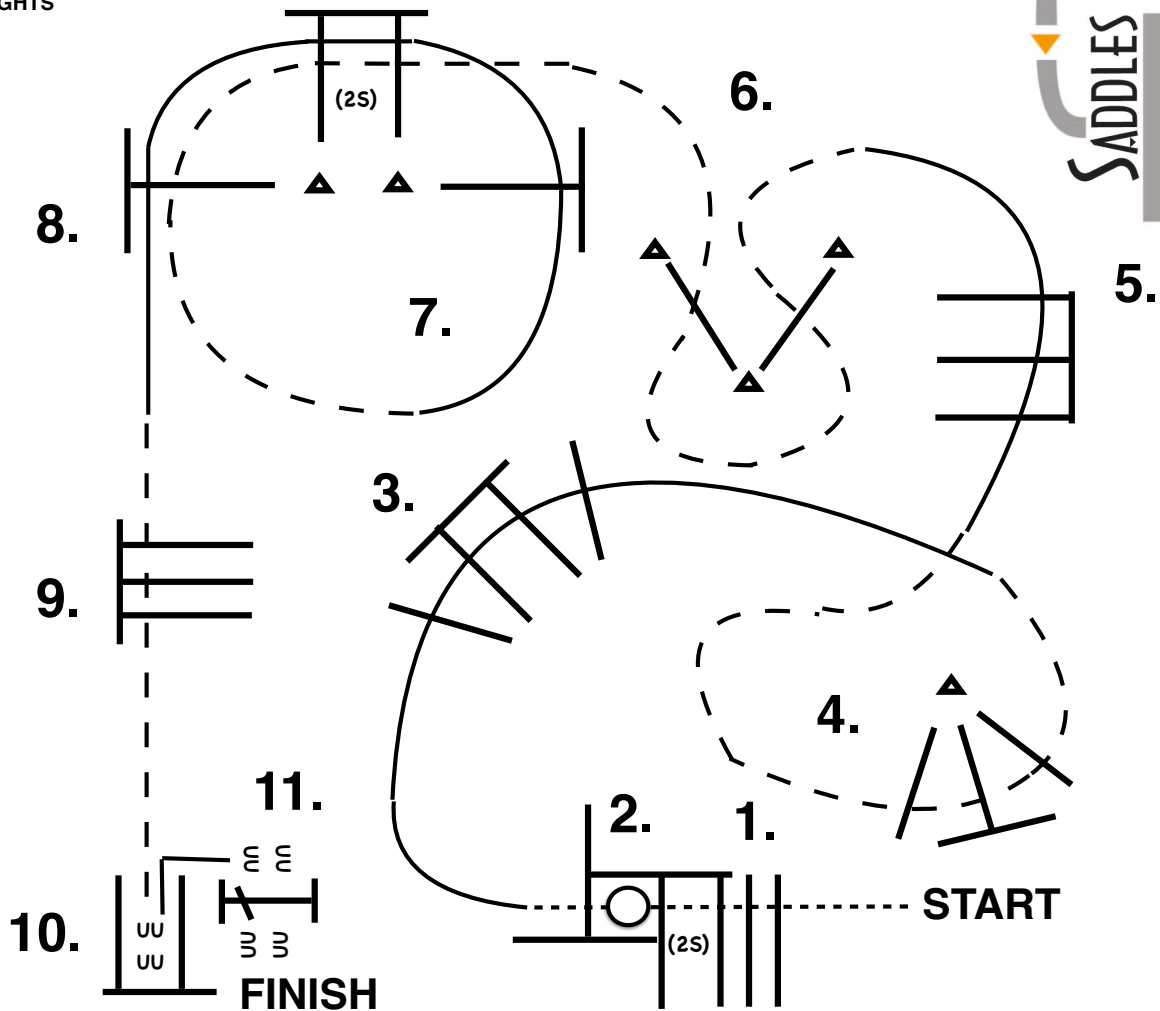
# Trail Futurity & Junior Trail

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1. WALK OVER POLES INTO BOX.
2. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
3. LOPE OVER POLES.
4. JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. JOG BETWEEN CONES AND OVER POLES.
7. JOG POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. JOG OVER POLES INTO CHUTE.
10. BACK BETWEEN POLES AND AROUND CORNER.
11. WORK GATE LEFT HAND.

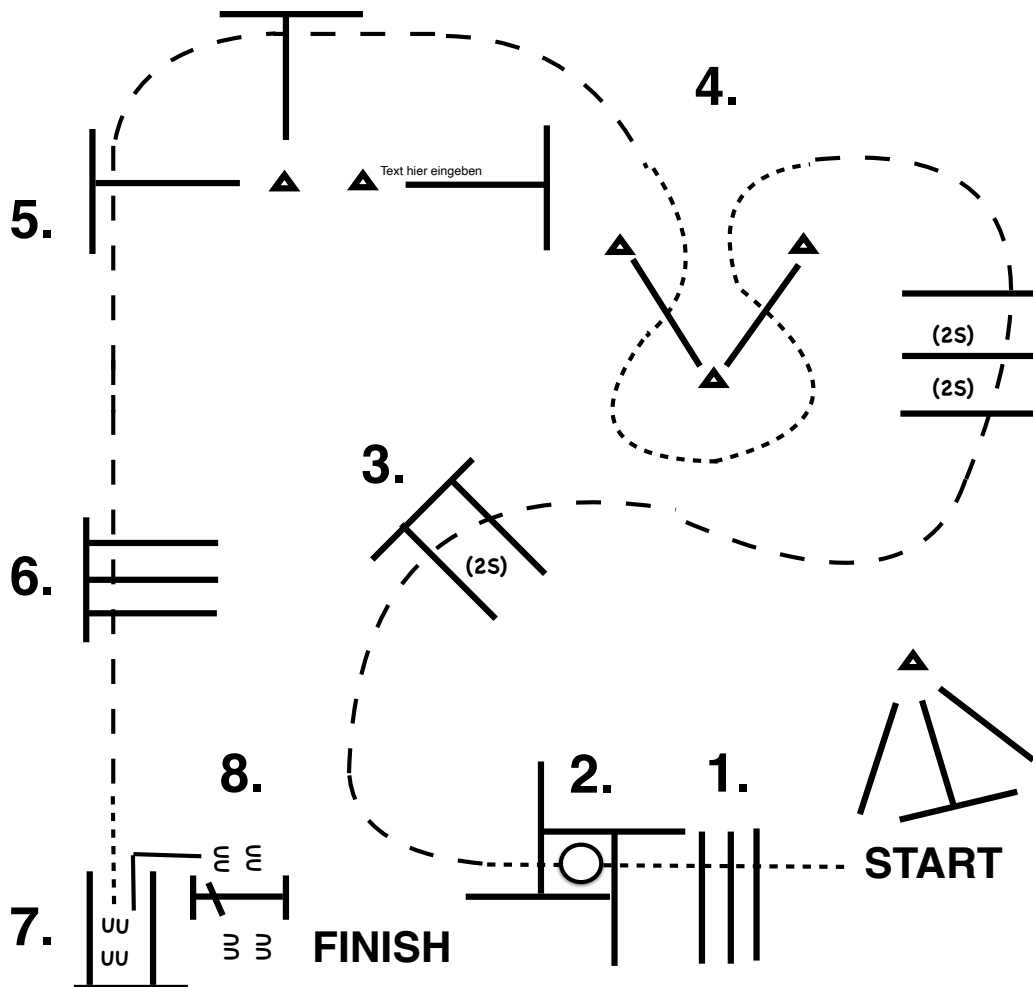
**Trail In Hand 2yo &  
Walk Trot L1 Youth**

**DQHA REGIONAL FUTURITY 2025**

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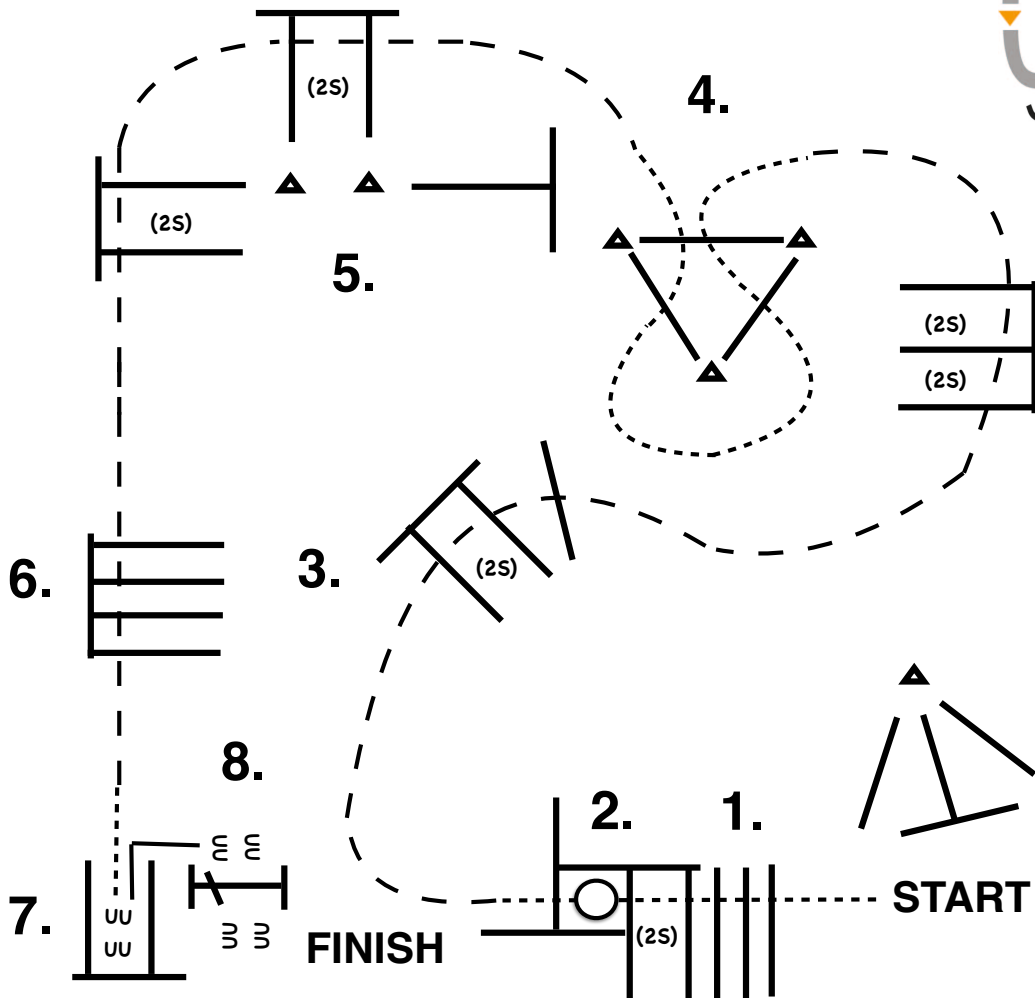
1. WALK OVER POLES.
2. WALK INTO BOX, EXECUTE A 360 TURN RIGHT, WALK OUT.
3. JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
5. JOG OVER POLES.
6. JOG OVER POLES.
7. BREAK TO THE WALK, WALK INTO CHUTE, BACK TO GATE.
8. WORK GATE LEFT HAND.

# Trail In Hand 3yo

# DQHA REGIONAL FUTURITY 2025

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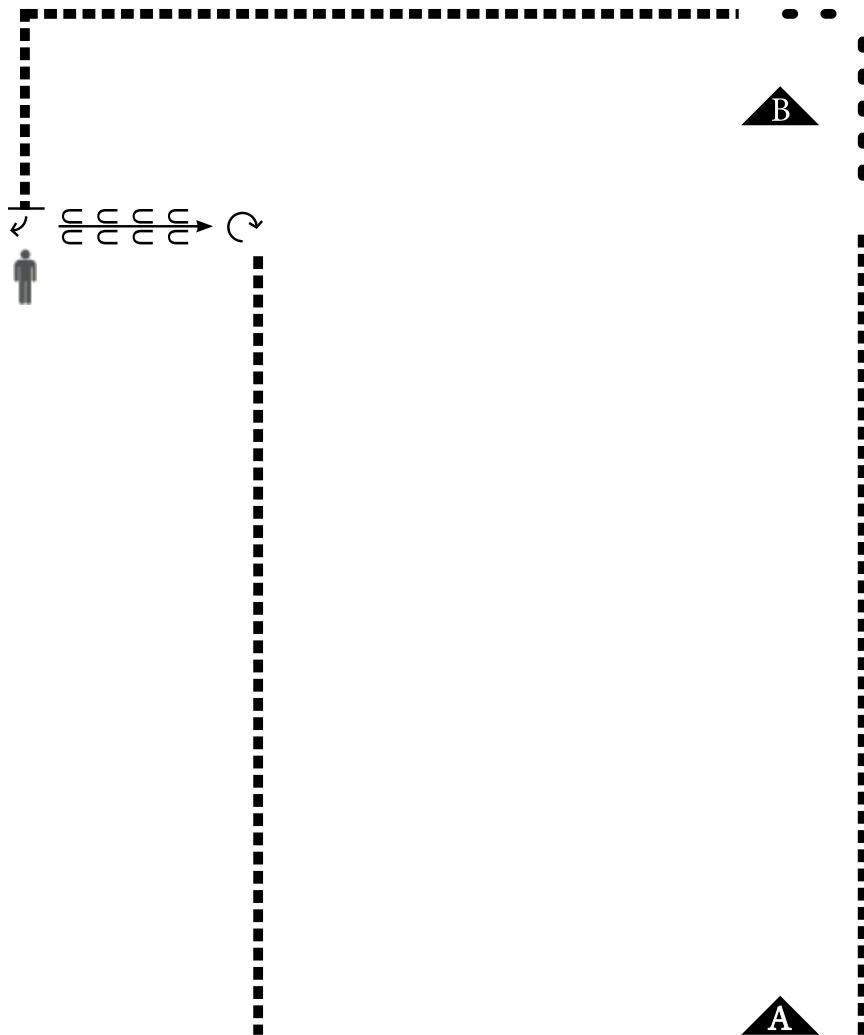
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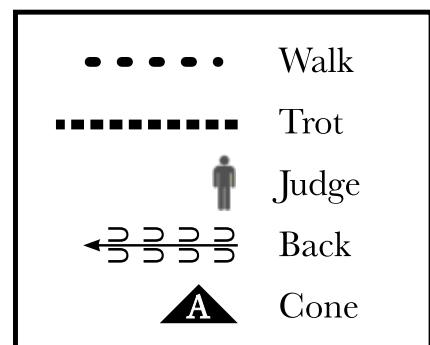
1. WALK OVER POLES.
2. WALK INTO BOX, EXECUTE A 360 TURN RIGHT, WALK OUT.
3. JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
5. JOG OVER POLES.
6. JOG OVER POLES.
7. BREAK TO THE WALK, WALK INTO CHUTE, BACK TO GATE.
8. WORK GATE LEFT HAND.



# Showmanship at Halter L1 Amateur/L1 Youth

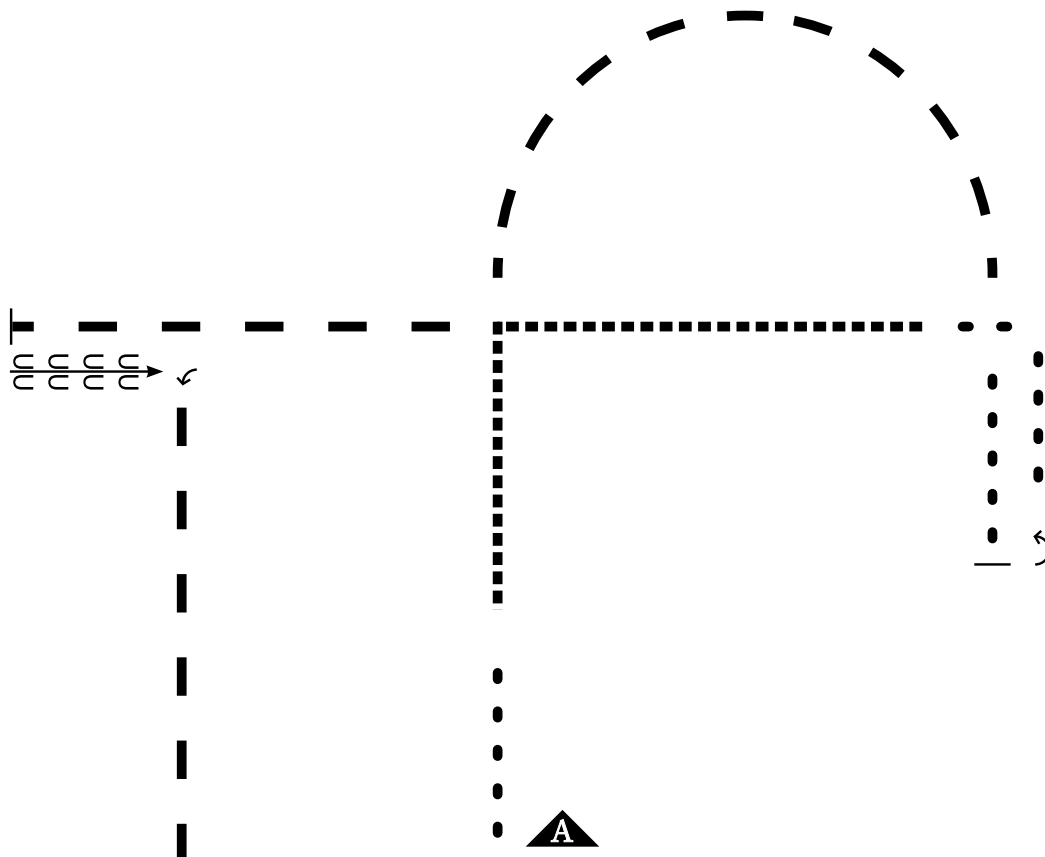


1. Trot from A towards B.
2. Walk before B and continue around B.
3. Trot and continue to judge, stop.
4. Setup.
5. Inspection.
6. 90° turn.
7. Back.
8. 270° turn.
9. Trot to exit.





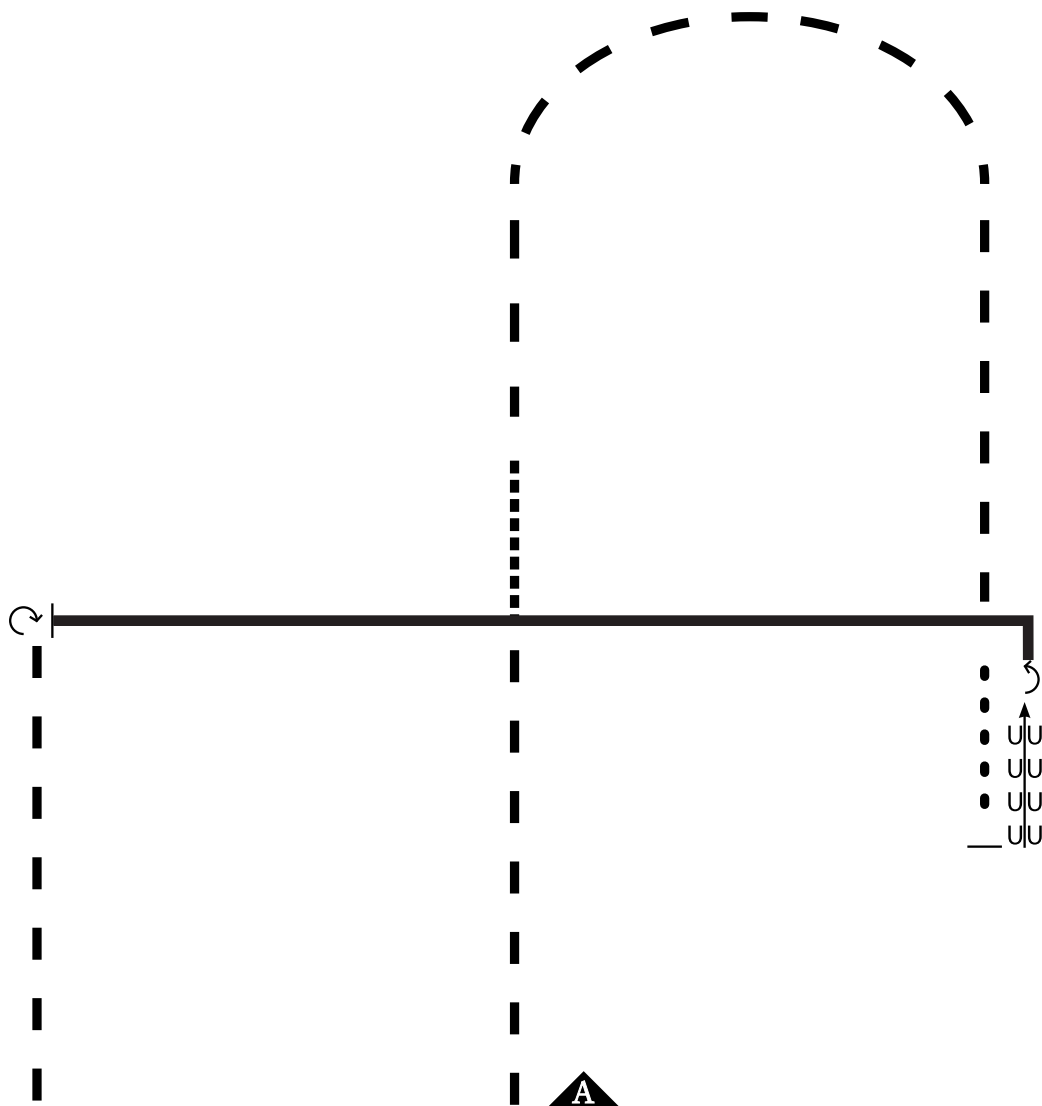
# Walk Trot W. Horsemanship L1 Youth



1. Enter at the walk for 2 horse lengths, jog up the center.
2. Extended jog in half circle.
3. Break to walk for 2 horse lengths.
4. Stop, 180° turn left.
5. Walk square corner left.
6. Jog halfway.
7. Extended jog across arena.
8. Stop, back and 90° turn left.
9. Jog to exit.

.....	Walk
-----	Jog
- - - - -	Extended Jog
—————	Lope
=====	Extended Lope
////	Lead Change
←≡≡≡≡	Back
▲A	Cone

# Western Horsemanship L1 Youth / L1 Amateur

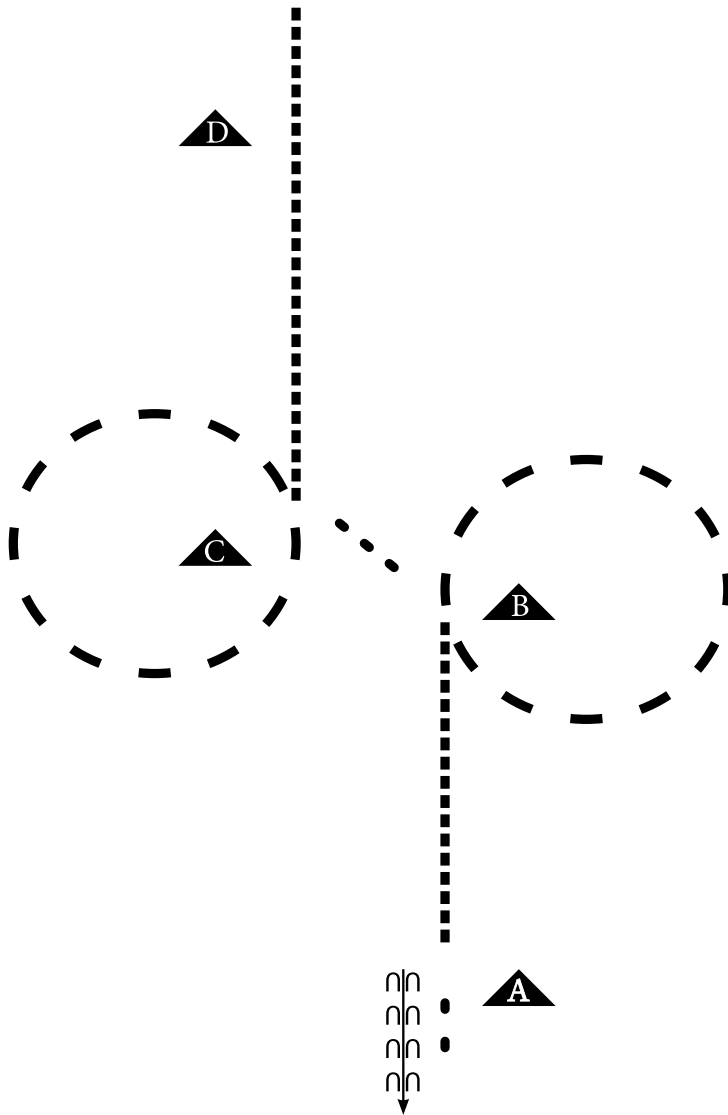


1. Enter at the extended jog, slow to jog at center 2 horse lengths.
2. Extended jog up center and around the end of the arena.
3. Break to walk at the center and continue straight.
4. Stop, back, 180° turn left.
5. Lope left lead
6. Square corner and straight line
7. Stop and 270° turn right.
8. jog to exit.

• • • •	Walk
-----	Jog
- - - - -	Extended Jog
—————	Lope
=====	Extended Lope
///	Lead Change
← 3 3 3 3	Back
▲ A	Cone



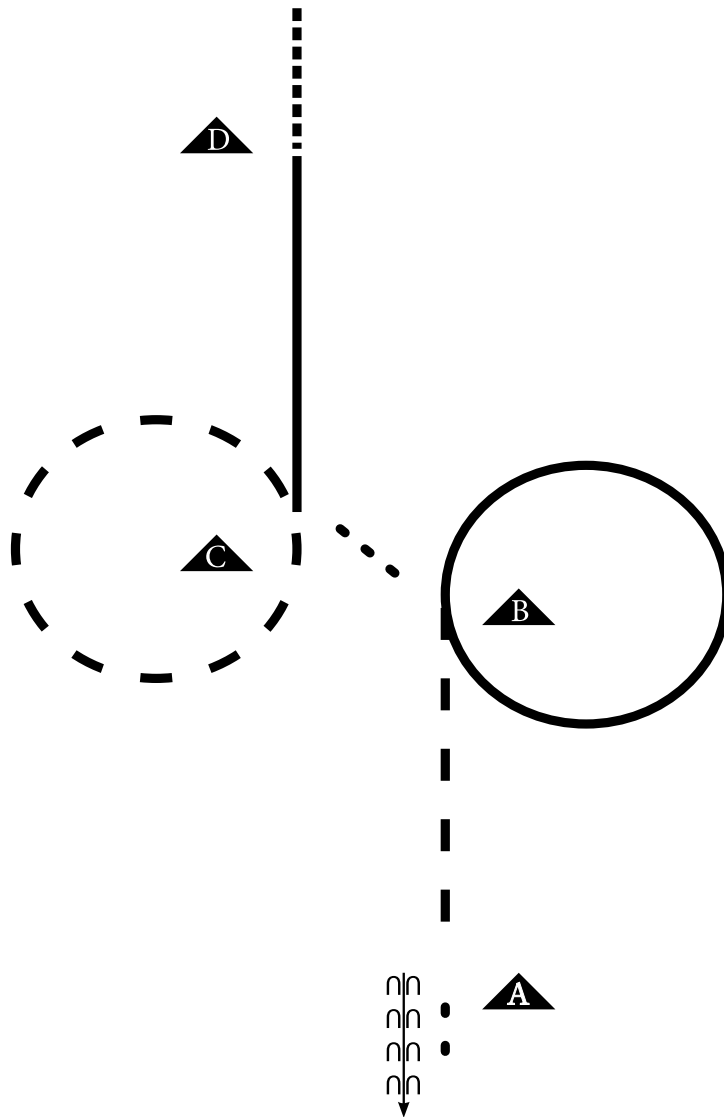
# Walk Trot Hunt Seat Equitation L1 Youth



1. Begin at A, back one horse length.
2. Walk one horse length.
3. Sitting trot to B.
4. Posting trot left diagonal circle.
5. Walk.
6. Posting trot right diagonal circle.
7. Sitting trot to D.
8. Pattern is complete, exit at a sitting trot.

.....	Walk
.....	Sitting Trot
- - - -	Trot
————	Canter
=====	Hand Gallop
//	Lead Change
← ⊃ ⊃ ⊃ ⊃	Back
▲ A	Cone

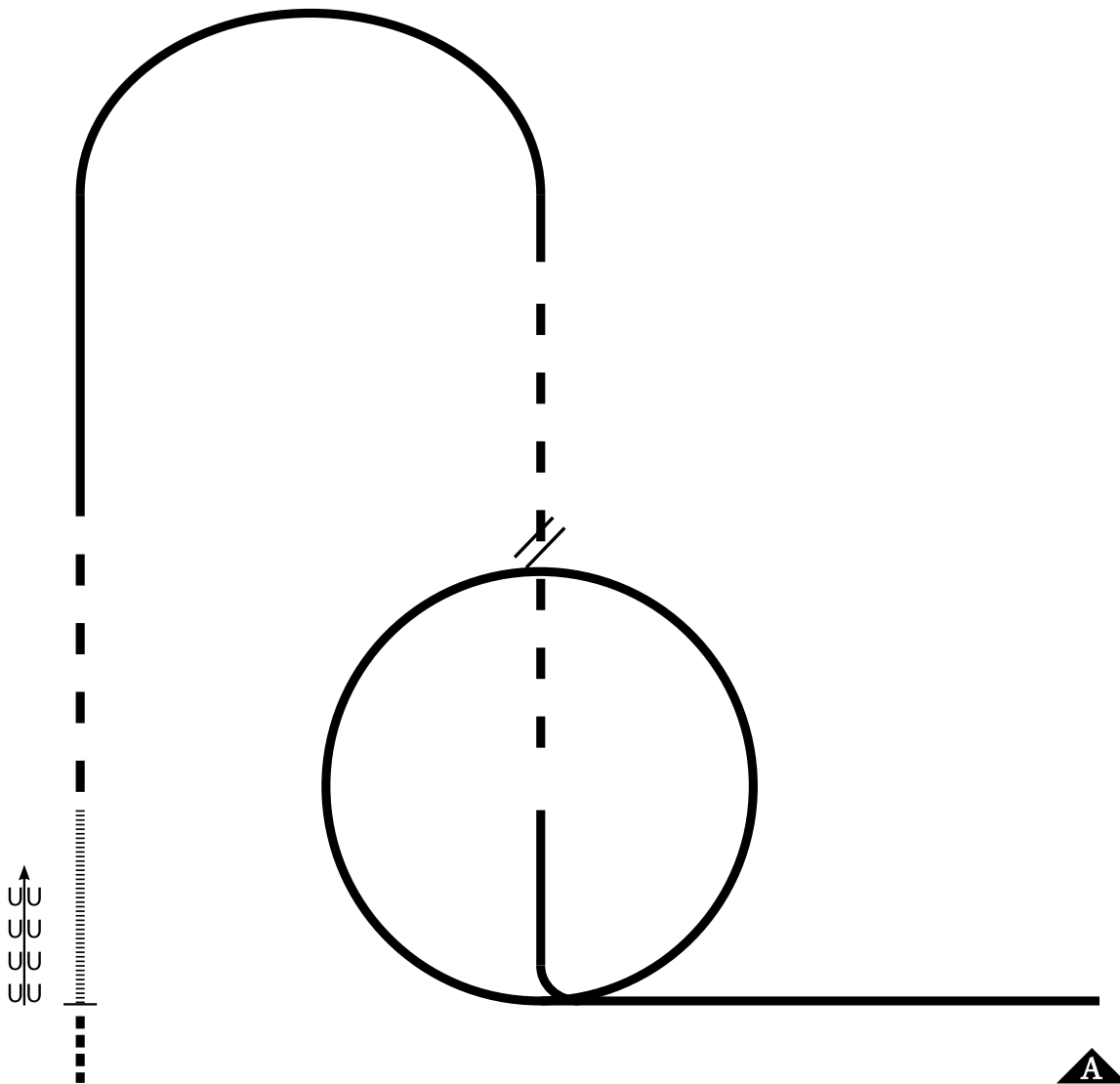
# Hunt Seat Equitation L1 Youth / L1 Amateur



1. Begin at A, back one horse length.
2. Walk one horse length.
3. Posting trot left diagonal to B.
4. Canter right lead circle.
5. Walk.
6. Posting trot right diagonal circle.
7. Canter left lead to D.
8. Sitting trot to exit.

.....	Walk
.....	Sitting Trot
- - -	Trot
————	Canter
=====	Hand Gallop
//	Lead Change
← 3 3 3 3	Back
▲ A	Cone

# Hunt Seat Equitation Youth / Amateur



1. Begin at A, canter right lead to center and circle.
2. Close circle and corner right down midline of arena.
3. Halfway to center break to posting trot left diagonal.
4. Change diagonals at center.
5. Canter left lead as shown.
6. At center, break to posting trot right diagonal.
7. Two point trot.
8. Halt, back.
9. Exit at sitting trot.

.....	Walk
.....	Sitting Trot
- - - -	Trot
	2 Point Trot
————	Canter
====	Hand Gallop
///	Change Diagonal
← ⊃ ⊃ ⊃ ⊃	Back
▲ A	Cone

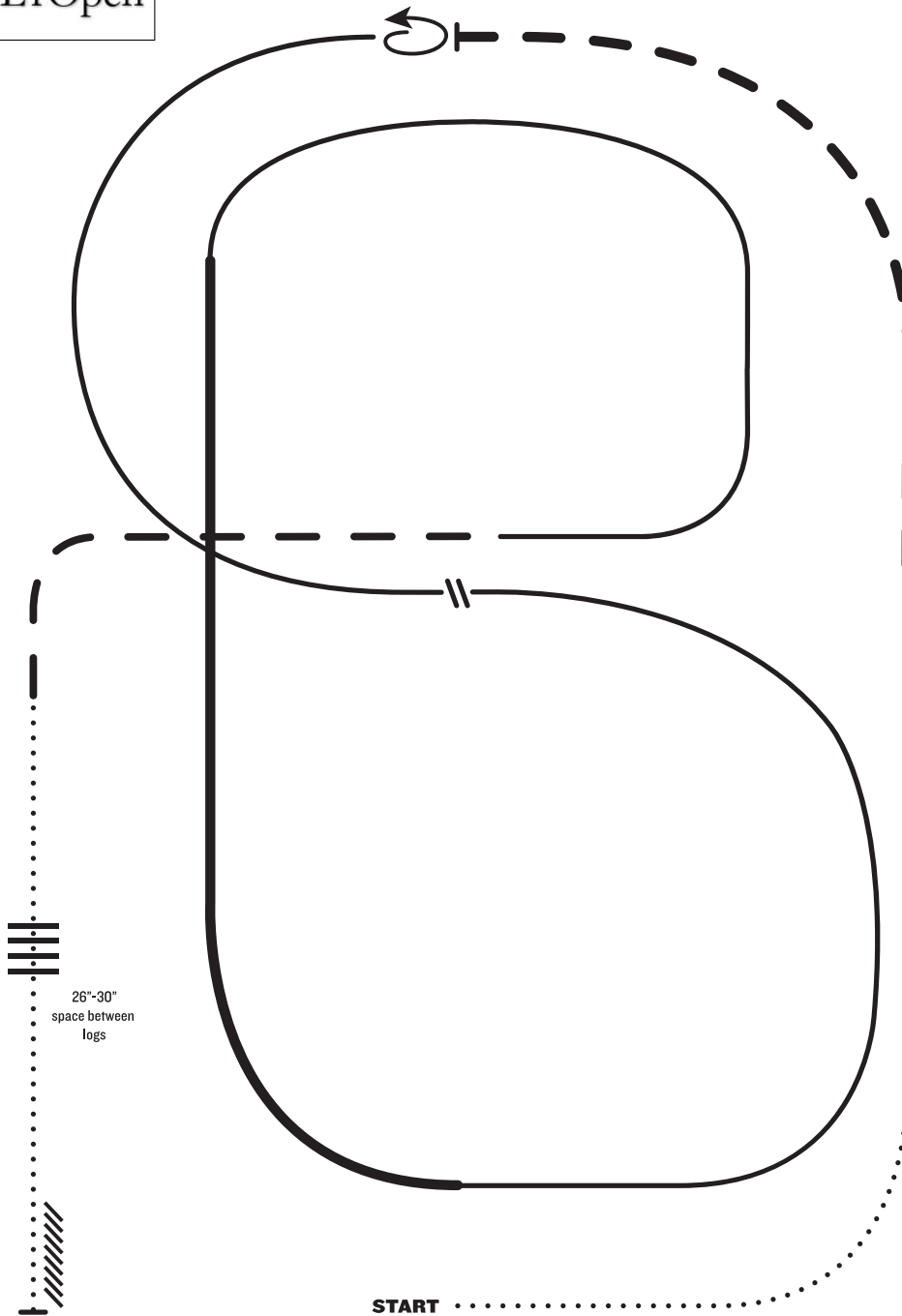


# RANCH RIDING - PATTERN I

Futurity & L1Open

## LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
//	Lead Change



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

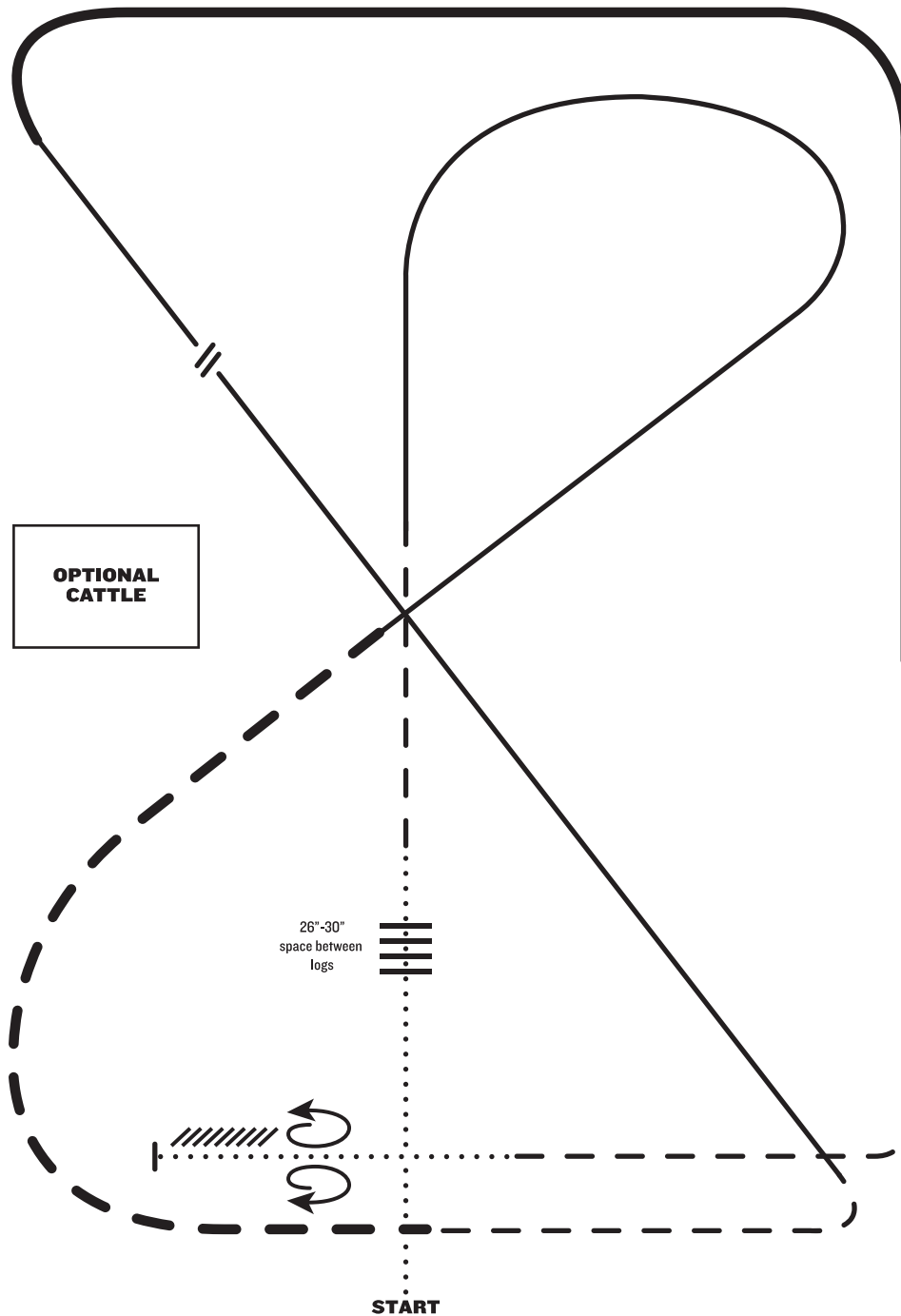
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

# RANCH RIDING - PATTERN 5

Maturity & Open All Ages

## LEGEND

.....	Walk
...	Extended Walk
- - -	Trot
- - - -	Extended Trot
—	Lope
— — —	Extended Lope
////	Back
//	Lead Change



1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction 1st) (L-R or R-L)

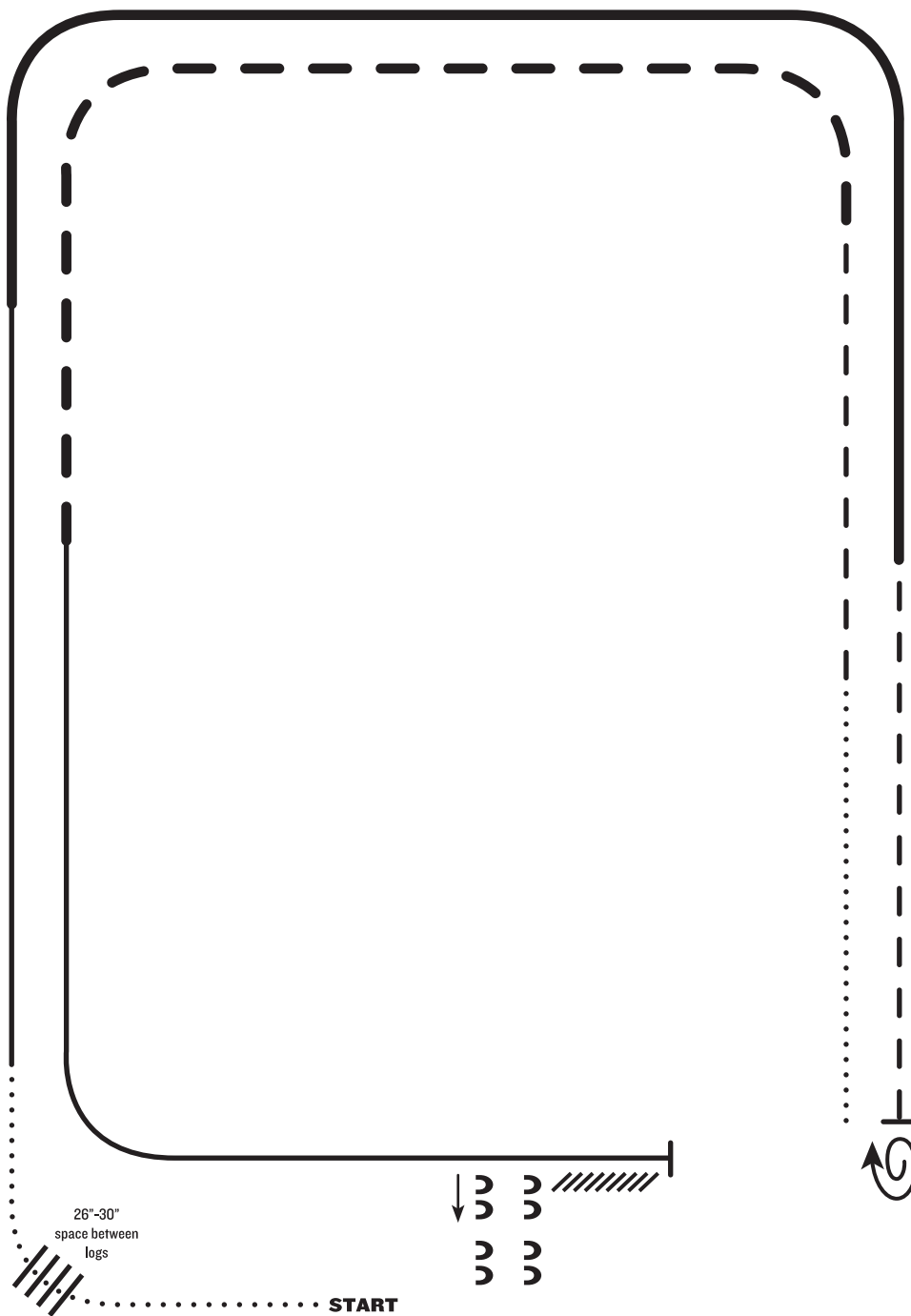
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

# RANCH RIDING - PATTERN 6

L1 Amateur & L1 Youth

## LEGEND

.....	Walk
...	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
\\	Lead Change



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

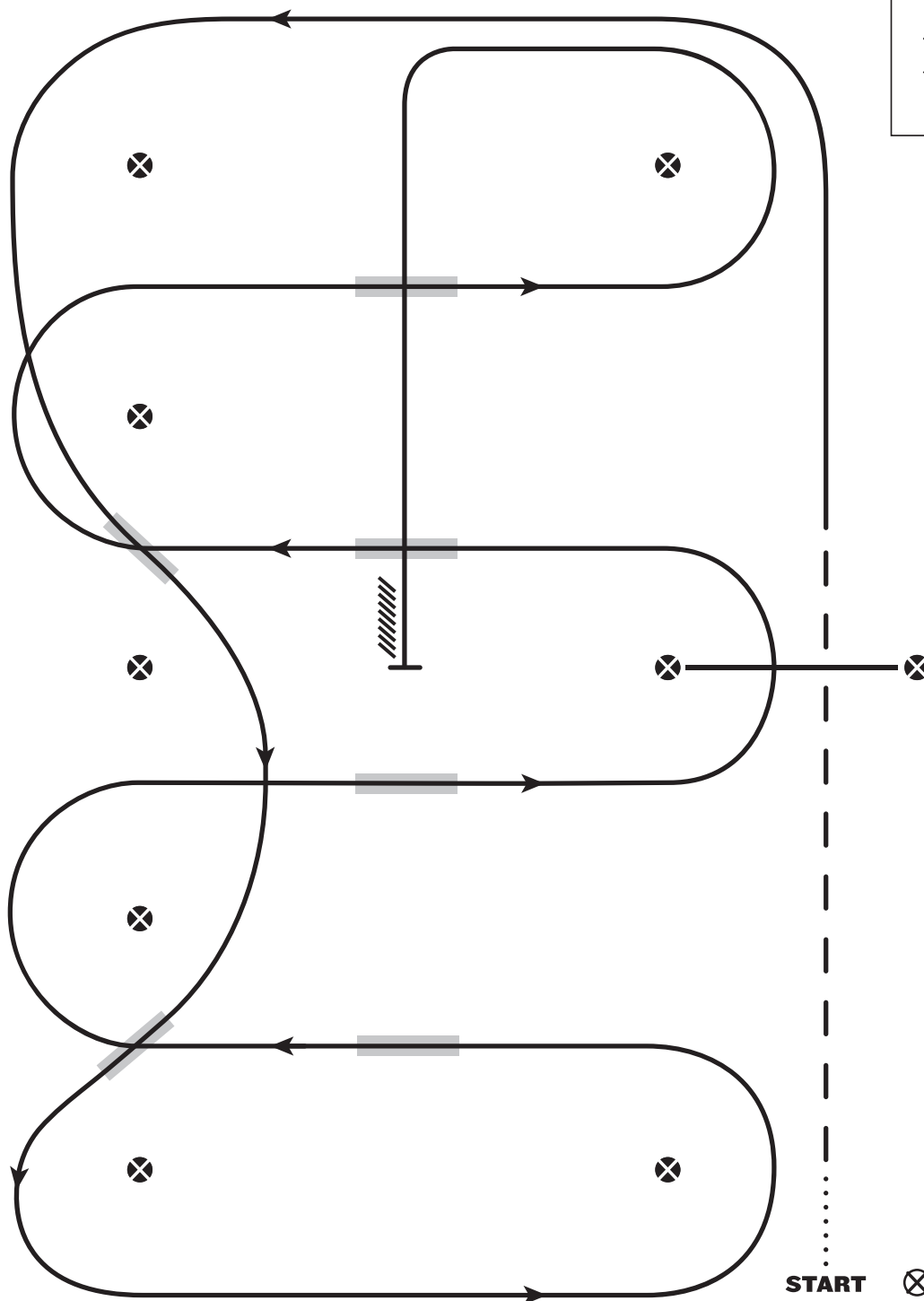


# LEVEL I WESTERN RIDING PATTERN 1

Futurity, L1 Open, L1 Youth & L1 Amateur

## LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area



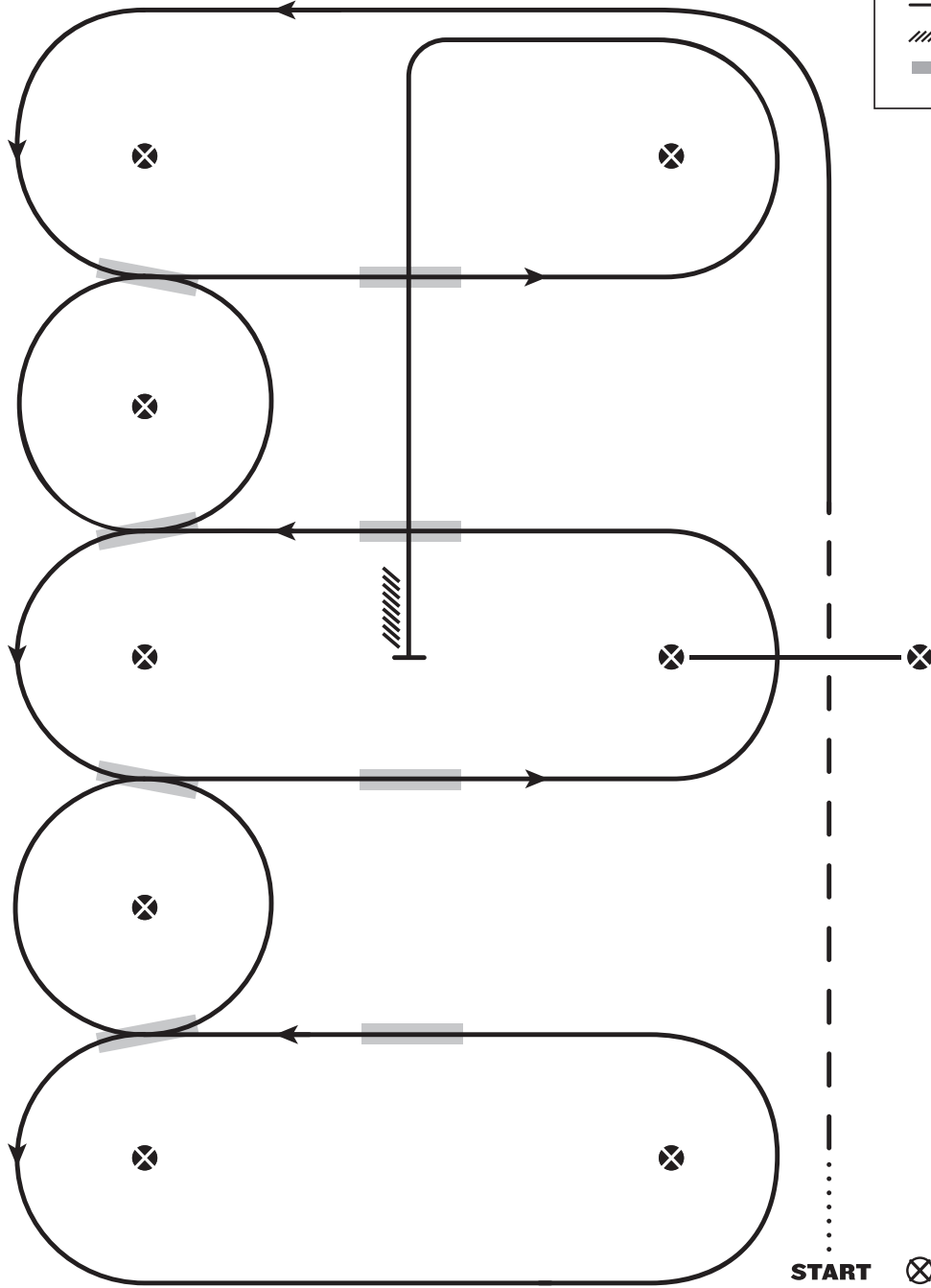
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

# WESTERN RIDING - PATTERN I

Maturity, Amateur, Youth & Open All Ages

## LEGEND

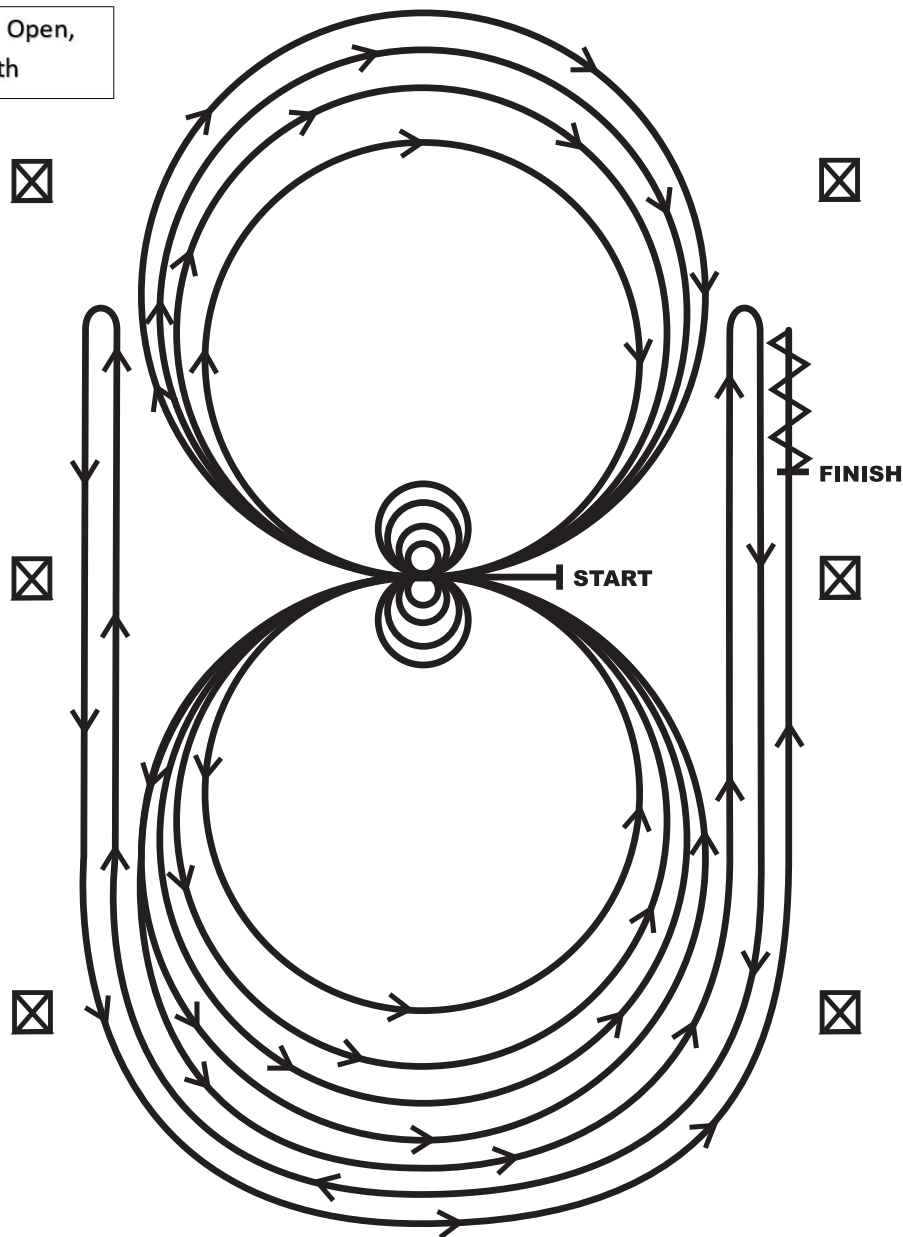
.....	Walk
- - -	Jog
————	Lope
///////	Back
■	Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

# REINING PATTERN 5

Maturity, L1 Open, Open,  
Amateur, Youth



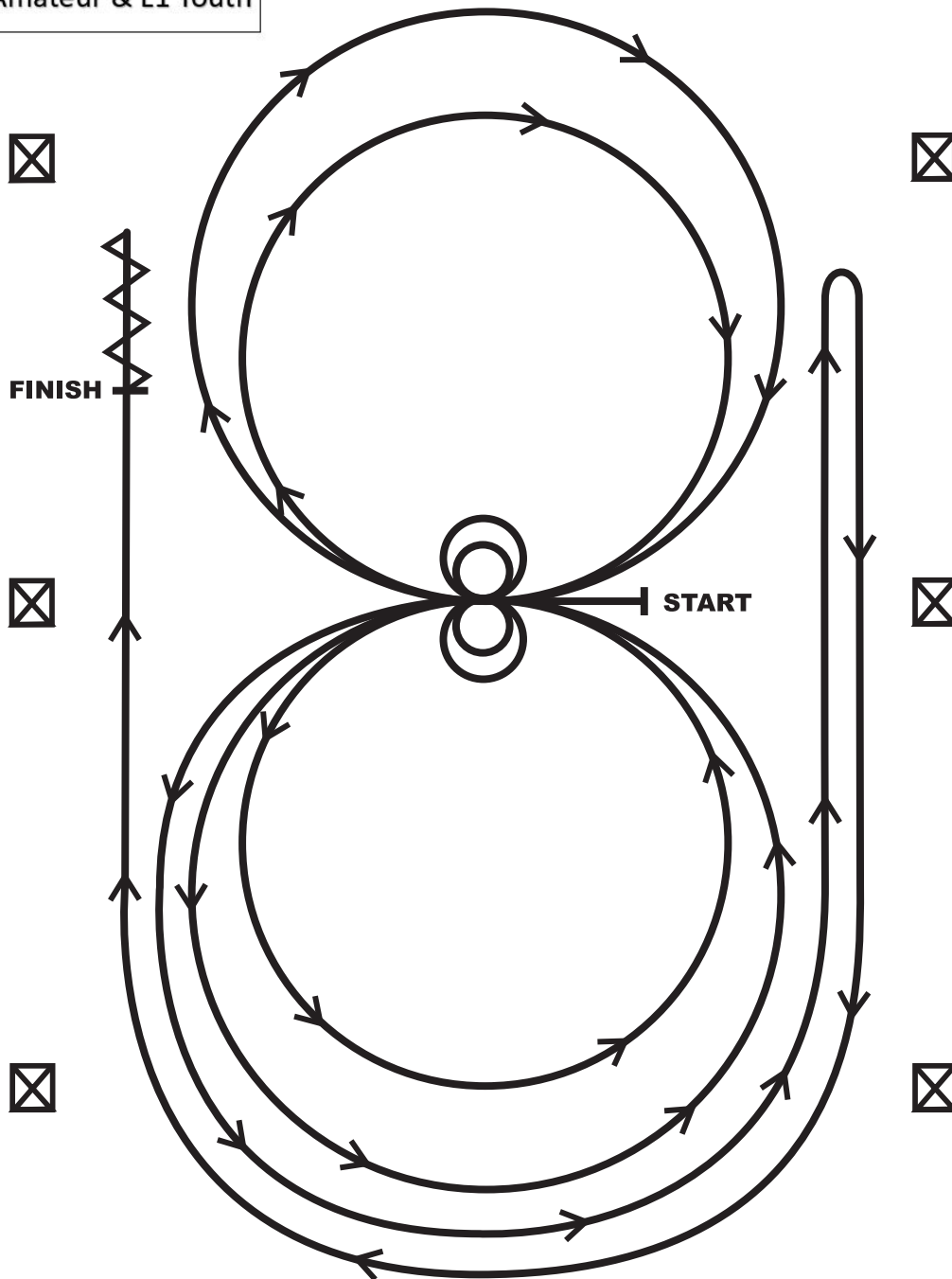
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

# REINING PATTERN A

Approved only for Level I Youth & Amateur, Youth 13 & Under

Futurity, L1 Amateur & L1 Youth



Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.